


[Web](#) [Images](#) [Video](#) [News](#) [Maps](#) [more...](#)

[Advanced Scholar Search](#)
[Scholar Preferences](#)
[Scholar Help](#)

Scholar All articles - Recent articles Results 1 - 10 of about 2,730 for game player violates server

Security issues in online games - ► [mcgill.ca](#) [PDF]

JJ Yan, HJ Choi - The Electronic Library, 2002 - [ingentaconnect.com](#)

... that are possessed and consumed by all players. Therefore, when a gaming behaviour violates this principle, a ... appropriate actions, eg void the game change that ...

Cited by 36 - Related articles - Web Search - [BL Direct](#) - All 12 versions

Xenoservers: Accountable Execution of Untrusted Programs - ► [cam.ac.uk](#) [PDF]

D Reed, I Pratt, P Menage, S Early, N Stratford - 7th Workshop on Hot Topics in Operating Systems, 1999 - [doi.ieee.org](#)

... to ensure that user code cannot violate the integrity ... game server could be shared between all the players. ... plications such as multi-user games and multimedia ...

Cited by 50 - Related articles - Web Search - All 12 versions

Resource Usage Policy Specification for Managing Application Resources

P Uppuluri, A Gupta - Information Technology: New Generations, 2008. ITNG 2008. ..., 2008 - [ieeexplore.ieee.org](#)

... must keep track of the state of a player's game ... indicates a change in the level of the game which could ... If the program violates this last policy, it is termi ...

[Related articles](#) - [Web Search](#) - All 2 versions

[CITATION] Problems of Security in Online Games

Y LYHYAOUI, S ALAOUI, A LYHYAOUI, S NATKIN - Information Assurance and Computer Security, 2006 - IOS Press

[Related articles](#) - [Web Search](#)

Fair and Scalable Peer-to-Peer Games of Turns - ► [inflacja.net](#) [PDF]

A Wierzbicki, T Kucharski - Proceedings of the 11th International Conference on Parallel ..., 2005 - [doi.ieeecomputersociety.org](#)

... of the public state after the move of another player can immediately verify whether the modification of the game state violates the rules of ...

[Related articles](#) - [Web Search](#) - All 5 versions

[CITATION] Xenoservers

D Reed, I Pratt, P Menage, S Early, N Stratford

[Related articles](#) - [Web Search](#) - All 6 versions

[PDF] ► Making distributed systems secure with program analysis and transformation

A Myers - Workshop on Program Analysis for Software Tools and ..., 2005 - [pag.csail.mit.edu](#)

... Distributed Battleship • Two-player game in which each player tries to sink other's ships • General problem for multiplayer games/simulations: ... violates ...

[View as HTML](#) - [Web Search](#) - All 3 versions

Entertainment R&D for Defense

M Zyda, J Hiles, A Mayberry, C Wardynski, M Capps, ... - IEEE COMPUTER GRAPHICS AND APPLICATIONS, 2003 - [doi.ieeecomputersociety.org](#)

... If a player violates the Uniform Code of Military Justice ... Game use as of 16 November 2002 saw 1,007,000 ... in the first 58 days alone (one avid player enacted over ...

[Cited by 10](#) - [Related articles](#) - [Web Search](#) - [BL Direct](#) - [All 5 versions](#)

Server control of peer to peer communications

DV Danieleli - US Patent App. 10/671,397, 2003 - [Google Patents](#)

... PLAYERS COMMUNICATE WITH EACH OTHER •913 GAME SERVER HOSTS GAMING SESSION ¶ 918
AUTHENTICATE AND AUTHORIZE EACH PLAYER ACCESSING GAME SERVER 920 IDENTIFY ...

[Web Search](#) - [All 4 versions](#)

[CITATION] Sales of In-Game Assets: An Illustration of the Continuing Failure of Intellectual Property Law to ...

M Stephens - Tex. L. Rev., 2001 - [HeinOnline](#)

[Cited by 9](#) - [Related articles](#) - [Web Search](#) - [BL Direct](#)

Key authors: [D Reed](#) - [G Tsebelis](#) - [J Bredin](#) - [I Pratt](#) - [P Menage](#)

Google 

Result Page: 1 2 3 4 5 6 7 8 9 10 [Next](#)

[Google Home](#) - [About Google](#) - [About Google Scholar](#)

©2008 Google